

IDEATION PHASE

BRAINSTORM & IDEA PRIORITIZATION TEMPLATE


Assignment Date	13 October 2022
Team ID	PNT2022TMID19910
Project Name	Project – Skill/Job Recommender Application
Maximum Marks	2 Marks

BRAINSTORM & IDEA PRIORITIZATION TEMPLATE:

Brainstorming provides a free and open environment that encourages everyone within a team to participate in the creative thinking process that leads to problem solving. Prioritizing volume over value, out-of-the-box ideas are welcome and built upon, and all participants are encouraged to collaborate, helping each other develop a rich amount of creative solutions.

Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

STEP – 1: TEAM GATHERING, COLLABORATION & SELECT THE PROBLEM STATEMENT



Brainstorm & idea prioritization

Skill/Job Recommender Application System

10 minutes to prepare
1 hour to collaborate
4 people involved

Before you collaborate

A little bit of preparation goes a long way with this session. Here's what you need to do to get going.

10 minutes

A Team gathering

Devoted 2
Garage, Java, Java 2,
Garrange 2
Gree Skaven 2

B Set the goal

Our goal is to recommend the best job suitable for the user based on their skills

C Learn how to use the facilitation tools

Use the Facilitation Superpowers to run a happy and productive session.

[Open article](#)

1

Define your problem statement

What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

5 minutes

PROBLEM

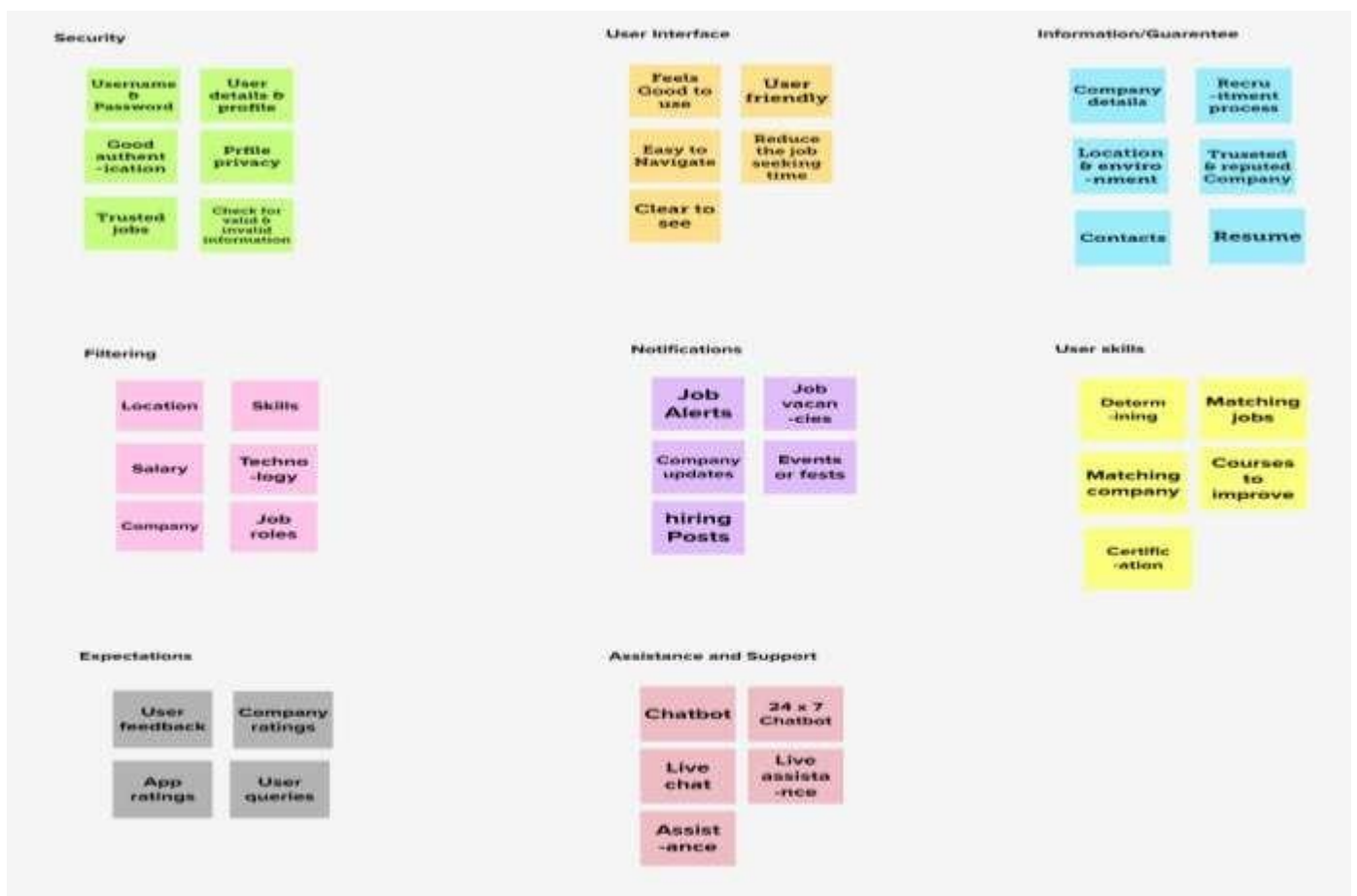
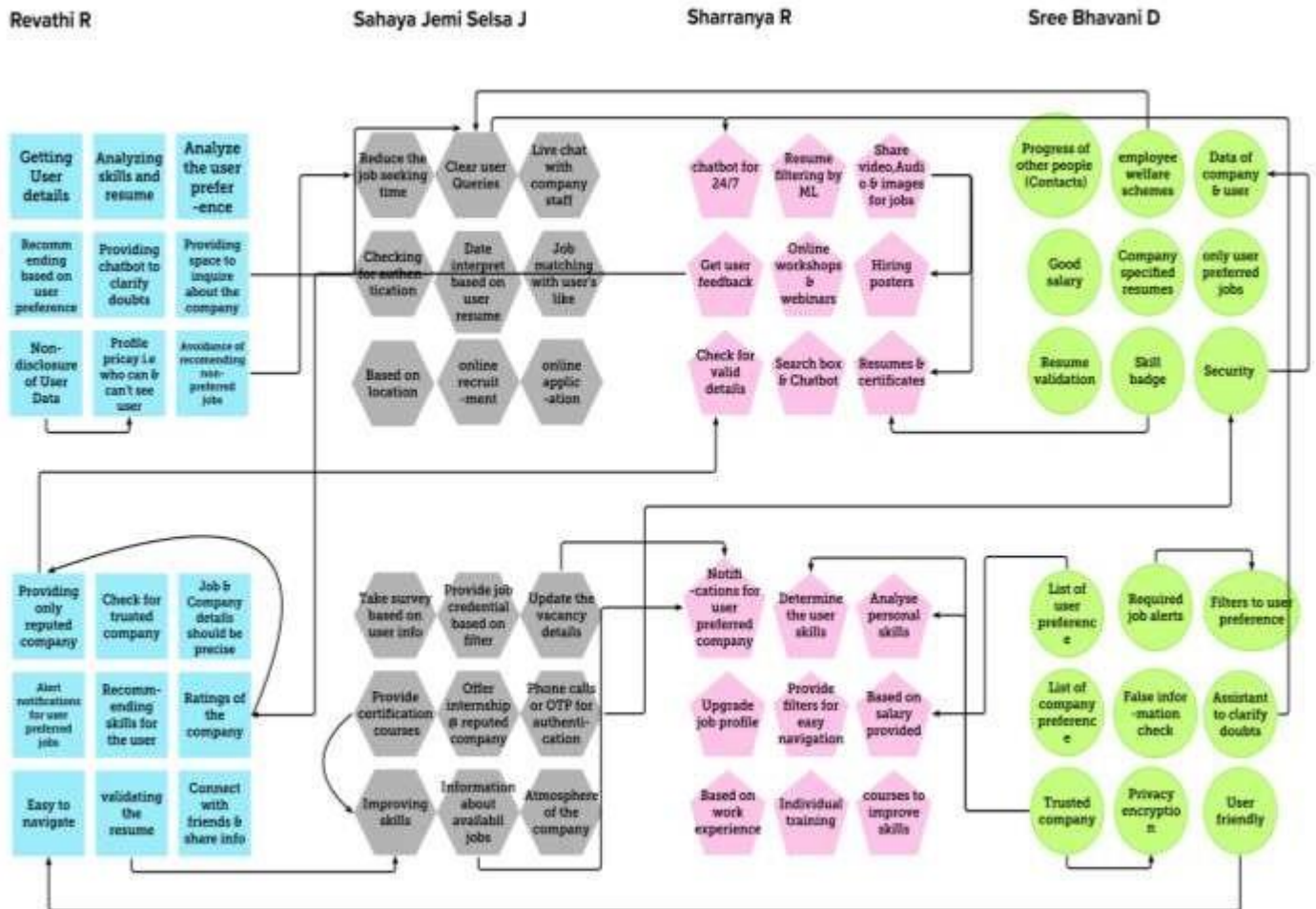
- To recommend the best suited job for the user
- To recommend the job based on their skills
- To avoid recommending unwanted jobs

Key rules of brainstorming

To run a smooth and productive session

- Stay on topic
- Encourage wild ideas
- Defer judgment
- Listen to others
- Go for volume
- If possible, be visual

STEP – 2: BRAINSTORM, IDEA LISTING AND GROUPING



STEP – 3: IDEA PRIORITIZATION

